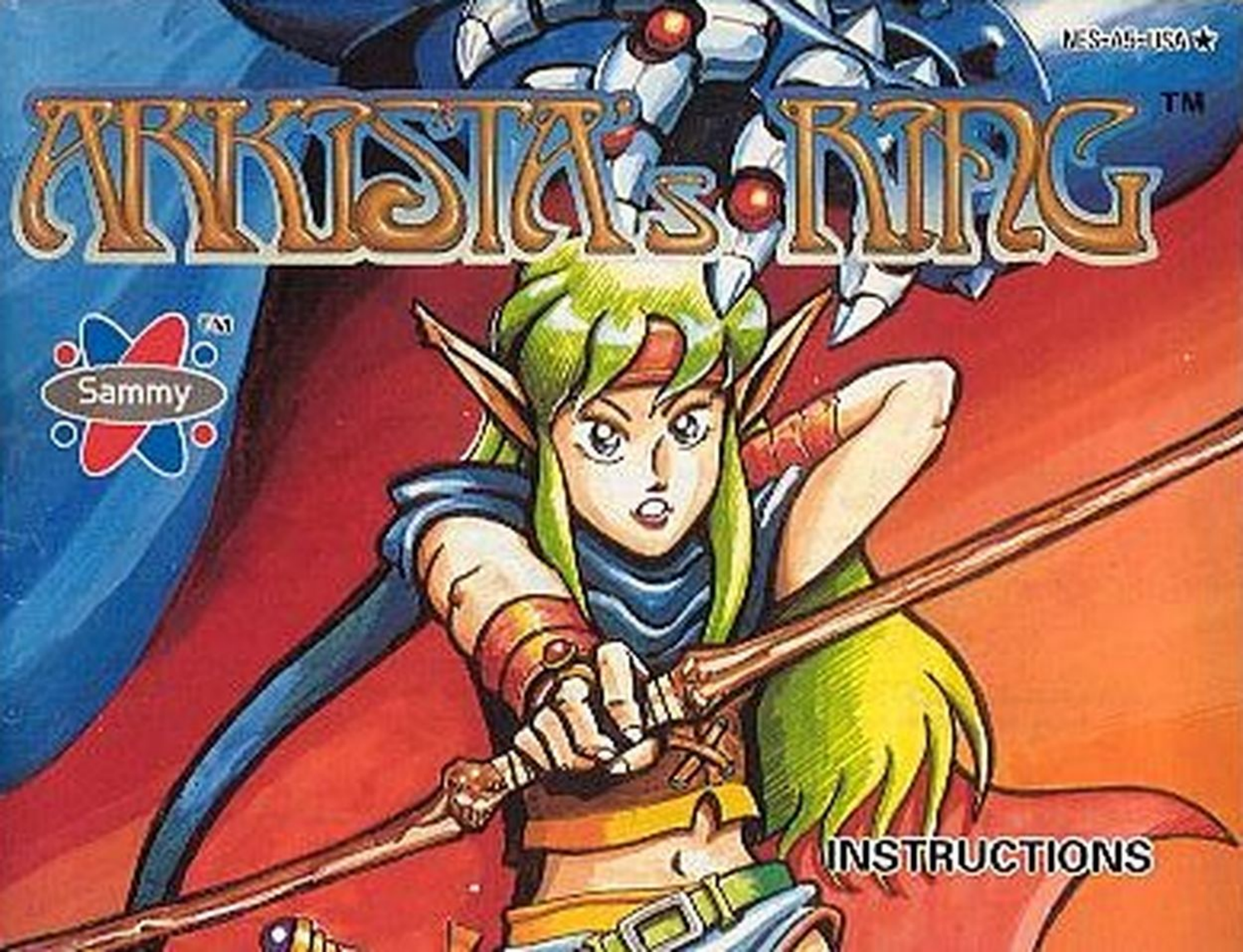
NES-AK-USA
ARKISTA'S RING
TM
Sammy
INSTRUCTIONS

THANK YOU FOR SELECTING THE FUN-FILLED "ARKISTA'S RING" GAME PAK BY AMERICAN SAMMY CORPORATION.

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.

* *Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.*

THE ELVEN KINGDOM

THE LEGEND OF ARKISTA

Once upon a time, in the Elven Kingdom, there was a city called Arkista that was protected by a magical ring. Legend had it that the magical ring would provide peace and harmony throughout the land. Elves from all over came to Arkista to live near the ring and share in the happiness and prosperity. The elves also had two ancient treasures: The Wealth Amulet which provided fortune to the land, and the Elf Mirror which protected the elves from harm. Arkista became the high point of Elven civilization.

Meanwhile, in his Forbidden Castle, the evil Shogun raged and fussed. "I will steal the Ring of Arkista and the Elven Treasures!" he screamed at his horde of wicked and vile creatures. "I will plunge this land into darkness and despair!"

That night he hatched a dastardly plan to take the Ring and the Elven Treasures. Later, as the elves slept, the Shogun's nasty ninja carried out their master's bidding.

"The Ring is gone!" cried the elves the next morning, "and so are our Treasures!"

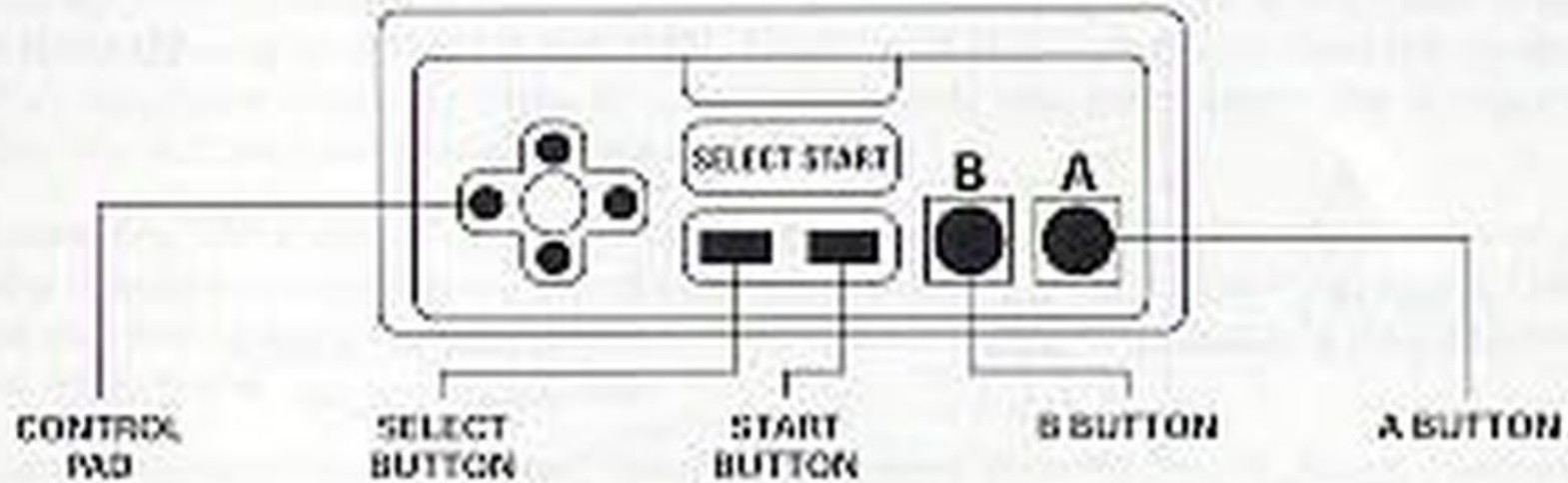
"Oh, whatever will become of us now?" wailed the elves. Without the Ring and the Treasures, Arkista began its slide into ruin. Birds refused to sing and the sky grew very dark. The evil Shogun's army of horrible creatures overran the countryside.

As the elves all huddled under their beds, the Elders agonized in the town hall.

Suddenly the doors of the town hall swung open and in came Christine, a courageous little elf. "I will go and rescue the Ring!" she declared. The elders looked at each other and shook their heads. Christine set out on her quest anyway, armed with only a bow and arrow.

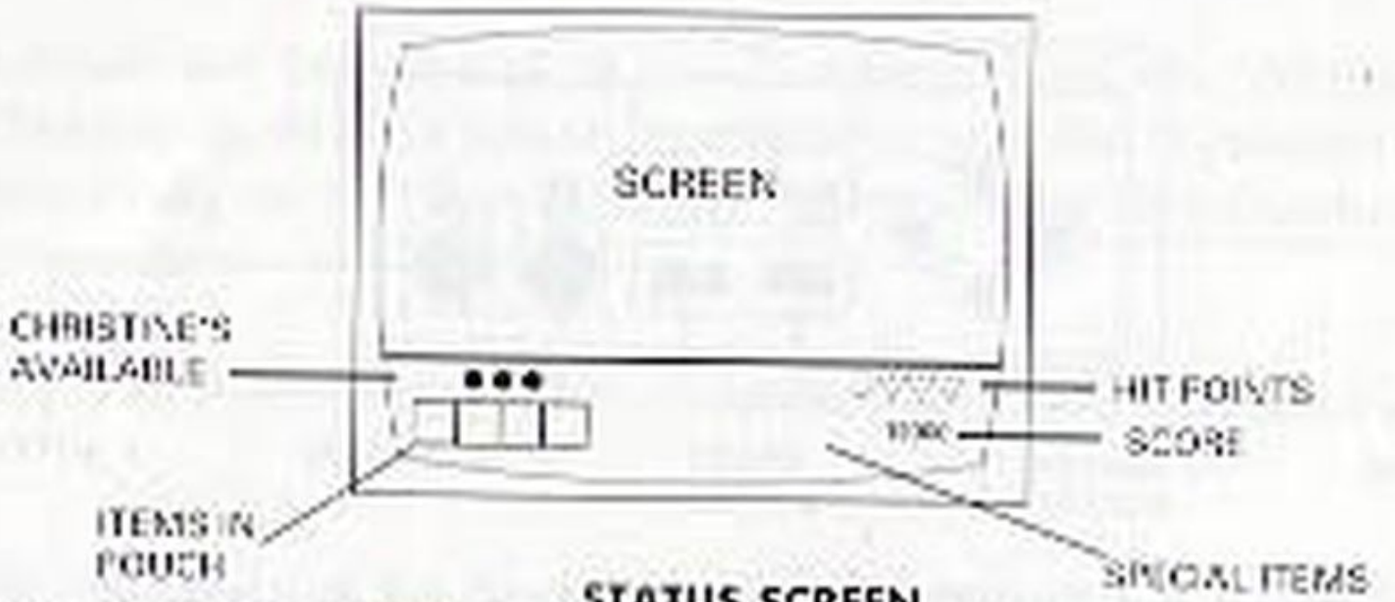
"Fear not, townsfolk, I will defeat the fiendish Shogun and return all he has stolen from us!" she solemnly vowed.

CONTROLLER PARTS AND OPERATING INSTRUCTIONS



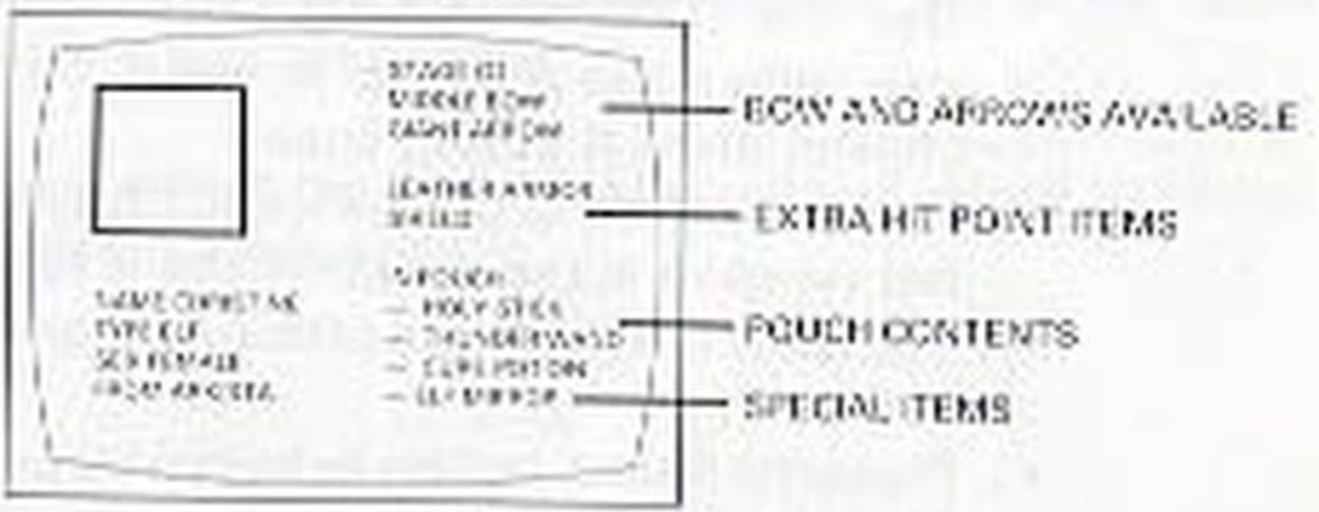
- Use the CONTROL PAD to move in 4 directions.
- Press B button to stop action and choose an item. Use the CONTROL PAD to select which item to use, then press A button to use it. To cancel a choice, press B button again.
- Press A button to fire weapon. Christine will fire her weapon in the direction she is facing.
- The Start button begins the game and pauses action.
- Press the Select button between stages to display Christine's status screen.

SCREEN DISPLAY



STATUS SCREEN

The status screen will display all the items that Christine has collected and the type of weapon she is using. To bring up this display, press the SELECT button between stages.



HOW TO PLAY

You must help Christine on her quest to rescue **Arkista's Ring** and all of the Elven Treasures (the **ELF MIRROR** and the **WEALTH AMULET**). To accomplish this goal, you must rid the kingdom of the Evil Shogun's dastardly army of creatures. Finally you must battle the Shogun in his forbidden lair, the dreaded **Ninja Dungeon!!**

At the beginning of the game, Christine has three lives and is armed with only a bow and arrow. When she defeats enemies she can win special items that will greatly help in her quest. There are a limited number of items that she can carry at the start, however, you can find other sacks that can hold more items.

Avoid being touched by any creature, they will decrease your hit points. Some creatures will shoot at you, so be on your guard!

Use the special items wisely for if you waste them, you may find your journey more difficult than anticipated. Because of limited space in your pack you must decide which items to keep and which to drop— choose carefully!

After destroying a number of enemies in each area a key will appear in a well. This key will allow you to pass the barrier doors that the Shogun has placed in your way and exit that stage.

There is no time limit, but keep in mind that the longer you take, the stronger the evil forces get. After all of your Christine characters are eliminated, the game ends. You have 10 continues available to complete your quest.

The first adventure ends at stage 32, however for the skilled adventurer there are 125 stages to challenge. In order to fully complete your quest you must also recover the Elf Mirror and the Wealth Amulet.

ARMOR

Christine will need more than her trusty bow to conquer the evil Shogun, so she must find different types of armor. Each piece of armor will increase your hit points by one. The armor that can be acquired is:

Leather armor

Shield

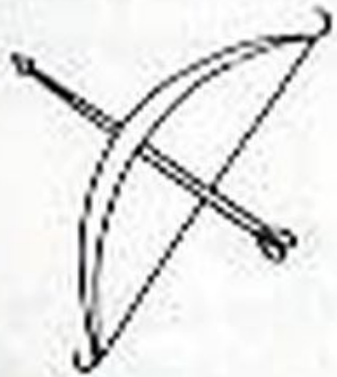
Gauntlet

Helmet

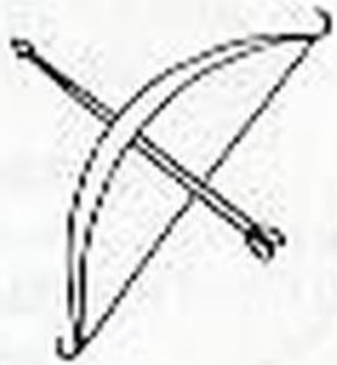
Mantle

WEAPONS AND PACKS

You begin your quest with the Short Bow. There are a total of eight different types of bows:



Short Bow
Cross Bow
Middle Bow
Long Bow
Giant Bow
Elf Bow
Utimate Bow



As the game progresses you can acquire many different types of bows — if you are lucky. Each bow gives you stronger fire power and increases the range of your arrows.

Bags and Packs

You begin only with a small bag having limited space. As you find more bags and packs you will be able to carry more items. Each bag or pack will increase the number of items you can pick up by one.

EXTRA WEAPONS

FIRE WAND

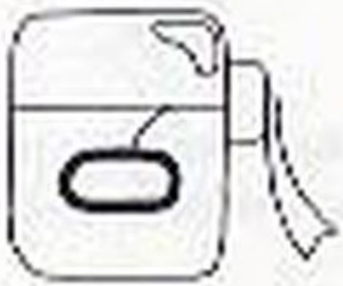
Lets you shoot fireballs until you clear a stage. They can also shoot through walls and other objects.

THUNDER WAND

This wand will destroy most of the creatures on the screen. But on more powerful foes it will only inflict minor damage. You can use it only once.

HOLY STICK

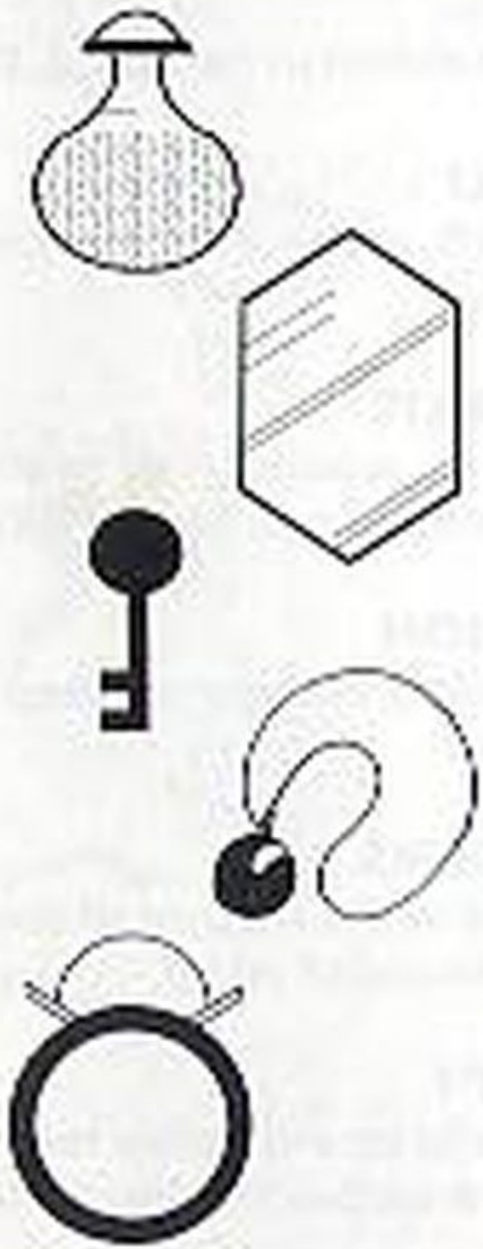
This cross-shaped weapon will destroy most supernatural foes.



NINJA STUNNER

The most valuable item to have in the later stages, it will stun ninja for a short time.

SPECIAL ITEMS



CURE POTIONS

They will restore Christine's hit points. There are two types, one which will affect you right away, the other you can keep in your bag and use later.

ELF MIRROR

One of the stolen Elven treasures, this is a very rare item which will protect you from enemy fire. You can still be hurt if you are touched, though.

KEYS

The keys will allow you to pass the barrier doors and other obstructions.

WEALTH AMULET

Another Elven treasure that is difficult to find. This magical item will give you 100 points for every step you take.

ARKISTA'S RING

This is the goal of your quest! Once you possess the ring, your hit points will be restored just by walking with it!

CREATURES AND MONSTERS

There are a great number of enemies that Christine must defeat in her quest, these are a few of them:

WOLF

A timberland creature that will attack you, and once it bites, it will not let go.

FANG BATS

These winged creatures will fly around your head and then when you least expect it, swoop in for the kill!

SCORPION

Red, mean and nasty! They will chase you, so keep your distance!

SEA WORMS

These leech-like creatures live at the bottom of the sea, surfacing when it senses the blood of an elf.

HARPY

Half-woman, half-bird, these vile creatures are feared by humans and elves alike. They are often smelly and like to assault unwary travelers.

BLUE FLAMING SKULL

Able to go through walls, these monsters fly in attacking formation.

PIXIE

Prankish fairies that like to cause trouble for elves and other happy creatures.

ORC

A flying pig-faced beast particularly fond of elf meat. Their favorite pastime is torturing elves!

CRAWLING KELP

A house-plant gone mad. It escaped from its pot and now hunts for unsuspecting wanderers!

BLOB

Gooey, icky mass of slime! If it spots you it will spit a ball of its own cells at you.

GIANT SQUID

Tired of being seafood, this creature now wants to make you the main course.

BONEHEADS

These Skeletons wander aimlessly about until you appear, then they will come after you.

ARMORED BONEHEADS

These guys have swords and shields. They are harder to defeat.

GOBLINS

Mean and green, they will chase you and throw axes to split you in half!

WILL-O-WISP

An evil spirit with no physical body, arrows will not harm it.

MANTICORE

A combination of vile creatures: it has a Lion's body, face of an old man, bat wings, and a scorpion tail. It craves elf blood!

ZOMBIES

These guys are the living-dead, you can shoot them, but in a few moments they come back after you again.

CREEPERS

These are crawling nightmares that are the size of horses.

GARGOYLES

Flying statues that want to rock your brains out.

SLIME

Living Gobs of Guck that are arrow-proof.

SKY WIZARDS

Evil flying creatures that dive at you.

ANEMONE

Creature with millions of waving arms that are ready to grab you.

FLAMERS

Bomb-throwing fiery beasts— touch them and they will torch you.

BARBARIANS

Big hulks of green, slow moving sub-humans. The smell of elves drive them nuts.

CYCLOPS

One-eyed giant, it doesn't have a high "eye-Q" and wanders aimlessly about.

MINOTAUR

This maze monster has the head of a bull and the body of a man; they are on the lookout for elves.

NINJA

The Evil Shogun keeps an Army of ninja of different skill levels. They are relentless in their attacks and are the most dangerous.

EVIL SHOGUN

The most powerful enemy in the land! You must have tremendous courage and skill to face him!

SHADOW MONSTER

It keeps its body in one dimension and casts its deadly shadow in this world. Arrows and fire will not affect it.

GRAND MASTER FANG

King of the fang bats, he is a real blood sucker.

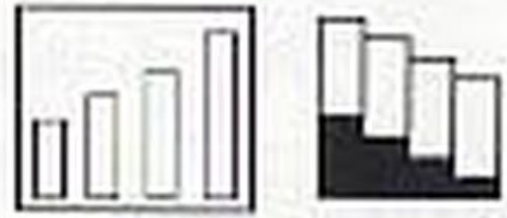
OTHER OBJECTS

BARRIER DOORS

The evil Shogun has placed these giant doors in your way. You will need a key to pass through them.

STAIRS

You will need to find the proper one in order to exit the screen.



TEMPLES

These holy places will restore your hit points to maximum!

MIRAGES

These objects aren't really there, they blend into the scenery and slow your progress.

DITCHES

Avoid these holes in the ground, they will take away hit points.

COFFINS

These are the beds of the undead and block your way unless you have a key. Some have special traits that can be very helpful.

WELLS

After you have defeated most of the monsters in the stage a key will appear in this area.

HEARTS

They show your initial hit points— you start with four.

BAGS

Some of the monsters carry bags with them that contain various items. After you have defeated them they will drop the bag and you can grab it

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer purchaser that its AMERICAN SAMMY Game Pak ("PAK") (including Game Pak Accessories or BOOST ACCESSORIES) shall be free from defective materials and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Service Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Service
2421 205th Street, Suite D-124, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number mentioned above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment returned.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Also available from American Sammy!!!

MICHAEL ANDRETTI'S
WORLD GP™

SILKWORM™

TWIN COBRA™

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